CLAIMS

What is claimed is:

1.   A method for remote data backup and restoration, the method comprising:

creating a signature tag that is associated with a track stored in a memory of a digital entertainment unit;

transmitting the signature tag to a repair facility; and

authenticating the track based upon the signature tag.

2.   The method of claim 1, wherein the track includes media content.

3.   The method of claim 1, wherein the signature tag comprises:

a first part including information about the customer, digital entertainment unit, and source of the track.

4.   The method of claim 3, wherein the first part of the signature tag comprises at least one of a unique file name, ID3 data, information related to the digital entertainment unit, customer information, and authentication identifier.

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5.   The method of claim 4, wherein the ID3 data is
obtained from a stored MP3 file that includes the track.

6.   The method of claim 1, wherein the signature tag
comprises:

     a second part including content information about the
track.

7.   The method of claim 6, wherein the content information
is obtained from a third party service.

8.   The method of claim 6, wherein the content information
comprises album data and track data.

9.   The method of claim 1, wherein the signature tag
comprises:

     a header including a destination address for the
signature tag.

10.   The method of claim 1, further comprising:

   storing the signature tag at a server in the repair
facility.

11. The method of claim 10, wherein the signature tag is stored in a customer account folder in the server, and wherein the customer account folder is associated with an owner of the digital entertainment unit.

12. The method of claim 1, further comprising:

sending the digital entertainment unit to the repair facility if the digital entertainment unit is subject to failure.

13. The method of claim 1, further comprising:

if the track has been authenticated, then restoring the track into the memory of the digital entertainment unit after repairing the digital entertainment unit.

14. The method of claim 13, wherein the authenticated track is obtained from a content owner by use of a communication line from a facility of the content owner to the repair facility.

15. The method of claim 13, wherein the authenticated track is obtained from a server in the repair facility.

16. An apparatus for remote data backup and restoration, the apparatus comprising:

a digital entertainment unit configured to create a signature tag that is associated with a track stored in the digital entertainment unit, and to transmit the signature tag to a repair facility.

17. The apparatus of claim 16, wherein the digital entertainment unit further comprises:

a processor;

a memory; and

a tag module that is executable by the processor, wherein the tag module is configured to create the signature tag that is associated with the track stored in the memory and to transmit the signature tag to a repair facility.

18. The apparatus of claim 16, wherein the track is authenticated at the repair facility based upon the signature tag.

19. The apparatus of claim 16, wherein the track includes media content.

20. The apparatus of claim 16, wherein the signature tag comprises:

a first part including information about the customer, digital entertainment unit, and source of the track.

21. The apparatus of claim 20, wherein the first part of the signature tag comprises at least one of a unique file name, ID3 data, information related to the digital entertainment unit, customer information, and authentication identifier.

22. The apparatus of claim 21, wherein the ID3 data is obtained from a stored MP3 file that includes the track.

23. The apparatus of claim 16, wherein the signature tag comprises:

a second part including content information about the track.

24. The apparatus of claim 23, wherein the content information is obtained from a third party service.

25. The apparatus of claim 23, wherein the content information comprises album data and track data.

26.   The apparatus of claim 16, wherein the signature tag comprises:

a header including a destination address for the signature tag.

27.   The apparatus of claim 16, wherein the signature tag is stored at a server in the repair facility.

28.   The apparatus of claim 27, wherein the signature tag is stored in a customer account folder in the server, and wherein the customer account folder is associated with an owner of the digital entertainment unit.

29.   The apparatus of claim 16, wherein the digital entertainment unit is sent to the repair facility if the digital entertainment unit is subject to failure.

30.   The apparatus of claim 16, wherein if the track has been authenticated, then the track is restored into the memory of the digital entertainment unit after repairing the digital entertainment unit.

31. The apparatus of claim 30, wherein the authenticated track is obtained from a content owner by use of a communication line from a facility of the content owner to the repair facility.

32. The apparatus of claim 30, wherein the authenticated track is obtained from a server in the repair facility.

33. An apparatus for remote data backup and restoration comprising:

means for creating a signature tag that is associated with a track stored in a memory, and for transmitting the signature tag to a repair facility.

34. An article of manufacture, comprising:

a machine-readable medium having stored thereon instructions to:

create a signature tag that is associated with a track stored in a memory of a digital entertainment unit; and

transmit the signature tag to a repair facility.

35. A method for remote data backup and restoration, the method comprising:

creating a signature tag for a track that is loaded by a customer into a memory of a digital entertainment unit (DEU);

transmitting the signature tag to a repair facility and storing the signature tag into an account folder that is associated with the customer;

sending the DEU that has failed to the repair facility;

repairing the DEU, and determining the tracks legally obtained by the customer by examining the signature tags in the customer account folder;

loading the tracks into the memory of the DEU; and

returning the DEU to the customer.

36. A method for authenticating media content, the method comprising:

receiving a signature tag that is associated with a track stored in a memory of a digital entertainment unit; and

authenticating the track based upon the signature tag.

37. The method of claim 36, wherein the track includes media content.

38. The method of claim 36, wherein the signature tag comprises:

a first part including information about the customer, digital entertainment unit, and source of the track.

39. The method of claim 36, wherein the signature tag comprises:

a second part including content information about the track.

40. The method of claim 36, wherein the signature tag comprises:

a header including a destination address for receiving the signature tag.

41. The method of claim 36, wherein the signature tag is stored in an account folder.

42. An apparatus for authenticating media content, the apparatus comprising:

a server configured to receive a signature tag that is associated with a track stored in a memory of a digital entertainment unit, and to permit authentication of the track based upon the signature tag.

43. The apparatus of claim 42, wherein the track includes media content.

44. The apparatus of claim 42, wherein the signature tag comprises:

a first part including information about the customer, digital entertainment unit, and source of the track.

45. The apparatus of claim 42, wherein the signature tag comprises:

a second part including content information about the track.

46. The apparatus of claim 42, wherein the signature tag comprises:

a header including a destination address of the server for receiving the signature tag.

47. The apparatus of claim 42, wherein the signature tag is stored in an account folder.

48. A method for remote data backup and restoration, the method comprising:

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creating a signature tag that is associated with a track stored in a memory of a digital entertainment unit; and

transmitting the signature tag to a destination for storage.

49. The method of claim 48, further comprising:

authenticating the track based upon the signature tag.